

IN THE CLAIMS:

The following is a complete set of the claims, and replaces all earlier claims sets and versions thereof.

Claims 1-88 (canceled)

89. (Currently Amended): A method of providing active user feedback in a graphic user interface including an adjustable soft control able to change an attribute of an object over a continuous range of attribute values, said method comprising steps of:

detecting positioning of a pointing device over the soft control, said positioning designating the soft control;

displaying a window ~~while~~ upon designation of the soft control ~~is being designated~~;

displaying a representation of the object in the window; and

animating the displayed representation of the object to mimic an effect on the attribute of a nominal adjustment of the soft control, said animation being showing in the window as a training preview ~~which varies the attribute of the displayed representation for the object, said preview exemplifying the nature of change in said attribute that can be expected to arise from adjustment of the soft control.~~

90. (Currently Amended): A method according to claim 89, wherein the ~~varying~~ animating step mimics an effect on the attribute by varying a corresponding ~~varies the attribute of the displayed representation~~ over a part of the range of attribute values.

91. (Currently Amended): A method according to claim 89, wherein said preview window is superimposed on ~~at least one of a working display area and a control~~ the display area of said graphic user interface.

92. (Currently Amended): A method according to claim 89, wherein the representation of the object is a symbolic object whose shape is adapted to reflect ~~the~~ a change in the value of said attribute corresponding to said nominal adjustment.

93. (Currently Amended): A method according to claim 89, wherein said step of displaying a window ~~step~~ is capable of being one of enabled and inhibited.

94. (Currently Amended): A method according to claim 89, wherein:
the method comprises a step of displaying a representation of the adjustable soft control; and:

the ~~showing~~ animating step further comprises showing, in ghost form in the window, ~~the~~ said nominal adjustment of the soft control corresponding to the ~~variation of the attribute~~ animation of the displayed representation ~~of the object shown in the window~~.

95. A method according to claim 89, wherein the preview window can be customized by defining user preferences.

96. A method according to claim 95, wherein the customization comprises at least one of:

setting a nature of the changes, and
setting a range of the change.

97. A method according to claim 89, further comprising the step of coupling another soft control to said soft control, wherein the change implementable by the soft control is dependent upon a current setting of the other soft control.

98. (Currently Amended): A computer readable medium storing a computer program for providing active user feedback in a graphic user interface including an adjustable soft control able to change an attribute of an object over a continuous range of attribute values, said program comprising:

code for detecting positioning of a pointing device over the soft control, said positioning designating the soft control;

code for displaying a window ~~while~~ upon designation of the soft control ~~is being designated~~;

code for displaying a representation of the object in the window; and

code for animating the displayed representation of the object to mimic an effect on the attribute of a nominal adjustment of the soft control, said animation being presented ~~showing~~ in the window as a training preview ~~which varies the attribute of the displayed representation of the object, said preview exemplifying the nature of change in said attribute that can be expected to arise from adjustment of the soft control.~~

99. (Currently Amended): A medium according to claim 98, wherein said code for animating mimics an effect on the attribute by varying a corresponding the change of the representation of the object relates to an attribute of the object displayed representation over a part of the range of attribute values.

100. (Currently Amended): A medium according to claim 98, wherein said preview window is superimposed on ~~at least one of a working display area and a control~~ the display area of said graphic user interface.

101. (Currently Amended): A medium according to claim 98, wherein the representation of the object is a symbolic object whose shape is adapted to reflect ~~the a~~ change in the value of said attribute corresponding to said nominal adjustment.

102. (Currently Amended): A medium according to claim 98, wherein the representation of the object is a literal representation of the object whose shape is adapted to reflect ~~the a~~ change in the value of the attribute corresponding to said nominal adjustment.

103. (Currently Amended): A medium according to claim 98, wherein said step of displaying a window ~~step~~ is capable of being one of enabled and inhibited.

104. (Currently Amended): A medium according to claim 98, further comprising:

code for displaying a representation for the adjustable soft control;
and wherein the code for the ~~showing~~ animating step further comprises:

code for showing, in ghost form in the window, ~~the said nominal~~
adjustment of the soft control corresponding to the ~~variation for the attribute~~ animation of
the displayed representation ~~of the object shown in the window~~.

105. A medium according to claim 98, wherein the preview window can
be customized by defining user preferences.

106. A medium according to claim 105, wherein the customization
comprises at least one of:

setting a nature of the change; and
setting a range of the change.

107. A medium according to claim 98, further comprising the code for a
coupling step for coupling another soft control to said soft control, wherein the change
implementable by the soft control is dependent upon a current setting of the other soft
control.

108. (Currently Amended): An apparatus for providing active user
feedback in a graphic user interface including an adjustable soft control able to change an
attribute of an object over a continuous range of attribute values, said apparatus
comprising:

~~means~~ screen counter detection controller for controlling detecting positioning of a pointing device over the soft control, said positioning designating the soft control;

~~means~~ window display controller for controlling displaying a window ~~while upon designation of the soft control is being designated;~~

~~means~~ object representation display controller for controlling displaying a representation of the object in the window; and

~~means~~ display animation controller for controlling animating the displayed representation of the object to mimic an effect on the attribute of a nominal adjustment of the soft control, said animation being presented ~~showing~~ in the window as a training preview ~~which varies the attribute of the displayed representation for the object, said preview exemplifying the name of change in said attribute that can be expected to arise from adjustment of the soft control.~~

109. A method according to claim 89, comprising the further steps of:
adjusting the soft control in a continuous temporal manner; and
animating the displayed representation of the object in response to
the detecting step, said animation being presented in the window as a preview exemplifying
the effect of change in said attribute that can be expected to arise from said adjusting of the
soft control.

110. A method according to claim 109, comprising the further steps of:
releasing the designation of the soft control; and

changing a display of the actual object in a display area of the graphical user interface in response to the releasing of the soft control.

111. A computer readable medium according to claim 98, further comprising:
code for adjusting the soft control in a continuous temporal manner;
and

code for animating the displayed representation of the object in response to the adjusting step, said animation being presented in the window as a preview exemplifying the effect of change in said attribute that can be expected to arise from said adjusting of the soft control.

112. A computer readable medium according to claim 111, further comprising:
code for releasing the designation of the soft control; and
code for changing a display of the actual object in a display area of the graphical user interface in response to the releasing of the soft control.

113. An apparatus according to claim 108, further comprising:
designating release controller for controlling releasing the designation fo the soft control; and

object display controller for controlling changing a display of the
actual object in a display area of the graphical user interface in response to the releasing of
the soft control.

A redlined version of the foregoing set of pending claims is appended
hereto.

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